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### 1 [Distributed file systems: concepts and examples](#)

Eliezer Levy, Abraham Silberschatz

 December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Full text available: pdf(5.33 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

### 2 [Technique for automatically correcting words in text](#)

Karen Kukich

 December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Full text available: pdf(6.23 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems: (1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent word correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

**Keywords:** n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

### 3 [A structural view of the Cedar programming environment](#)

Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

 August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Full text available: pdf(6.32 MB)

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### 1 [System support for pervasive applications](#)

 Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall  
 November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

Full text available: pdf(1.82 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

**Keywords:** Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

### 2 [A comparison of system monitoring methods, passive network monitoring and kernel instrumentation](#)

A. W. Moore, A. J. McGregor, J. W. Breen

 January 1996 **ACM SIGOPS Operating Systems Review**, Volume 30 Issue 1

Full text available: pdf(1.89 MB)

 Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper presents the comparison of two methods of system monitoring, passive network monitoring and kernel instrumentation. The comparison is made on the basis of passive network monitoring being used as a replacement for kernel instrumentation in some situations. Despite the fact that the passive network monitoring technique is shown to perform poorly as a direct replacement for kernel instrumentation, this paper indicates the areas where passive network monitoring could be used to the great ...

### 3 [Active memory: a new abstraction for memory system simulation](#)

Alvin R. Lebeck, David A. Wood

 January 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 1

Full text available: pdf(690.38 KB)

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### 1 [System support for pervasive applications](#)

 Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall  
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**Keywords:** Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

### 2 [Special issue: Game-playing programs: theory and practice](#)

M. A. Bramer

 April 1972 **ACM SIGART Bulletin**, Issue 80

 Full text available: [pdf\(9.23 MB\)](#)

 Additional Information: [full citation](#), [abstract](#)

This collection of articles has been brought together to provide SIGART members with an overview of Artificial Intelligence approaches to constructing game-playing programs. Papers on both theory and practice are included.

### 3 [Query evaluation techniques for large databases](#)

Goetz Graefe

 June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

 Full text available: [pdf\(9.37 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...